

You are a natural Influencer who enables and inspires your team to do their best work on delivering the best games ever; You were at one point a hands-on technologist who is able to dive deep and hold your own with senior developers building scalable products. As a talented and passionate individual, you want to solve challenging problems and make a significant impact.

## **KEY RESPONSIBILITIES**

- Be the manager of our game engineering team
- Direct, oversee and communicate regular updates regarding project engineering efforts including game client/server technology, development roadmap, and live operation of cross-platform products
- Manage technical design and development of game software, ensuring design and architecture is extensible across projects
- Collaborate with various key stakeholders and directly contribute to the design of major game features, technology budgeting, scheduling, and whole-project dependency analysis
- Proactively identify development bottlenecks across all areas, disciplines, and projects and coordinate solutions
- Understand and manages technical debts where it helps to increase efficiency for the project

## **QUALIFICATIONS**

### **Required**

- 3+ years in software development/engineering management positions;
- 5+ years in hands-on software development roles;
- You have developed and scaled test automation systems;
- You have gathered and refined use cases and turned them into requirements and designs;
- Experience with Agile/Scrum and knowing how to connect between the iterative-process and high-level programs and milestones;
- Broad knowledge of and experience with web and mobile game development;